AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1.　　(Currently amended)　A game progress management device to which a prescribed number of terminal devices that receive operations from players are connected through communication circuits so as to be capable of mutual communication of operation signals necessary for proceeding with a game and whereby ~~the~~ a progress of a network game that is conducted in a common game space is managed and the network game is continued in simulated fashion if a fault occurs in the communication circuits, said game progress management device comprising:

abnormality monitoring means that detects a disconnected circuit in which failure of communication has occurred from the communication circuits of the prescribed number of terminal devices during the progress of the game in the common game space;

simulated signal generating means that generates a simulated operation signal that simulates the operation signal of each terminal device connected through said disconnected circuit; and

simulated signal providing means that provides said simulated

operation signal to the other terminal devices, respectively.

2.   (Original)   The game progress management device according to

claim 1, further comprising circuit disconnection means that disconnects the

connection with the terminal device connected through said disconnected circuit.

3.   (Currently amended) The game progress management device

according to claim 1, wherein said abnormality monitoring means detects a

communication circuit that continuously fails to communicate for a prescribed time

as being [[a]] the disconnected circuit.

4.   (Currently amended) A game server device in an network game

system which comprises: terminal devices that receive operations from players;

game server devices to which a plurality of terminal devices are connected so as to

be capable of communication through a private circuit; and a center server device

to which a plurality of the game server devices are connected so as to be capable

of communication through communication circuits, and which conducts a network

game played by a prescribed number of players in a common game space,

said game server device comprising a game progress management

device to which a prescribed number of the terminal devices that receive operations

from the players are connected through the communication circuits so as to be

capable of mutual communication of operation signals necessary for proceeding

with a game and whereby the a progress of [[a]] the network game that is

conducted in [[a]] the common game space is managed and the network game is

continued in simulated fashion if a fault occurs in the communication circuits, said

game progress management device including:

abnormality monitoring means that detects a disconnected circuit in

which failure of communication has occurred from the communication circuits of

the prescribed number of the terminal devices during the progress of the game in

the common game space;

simulated signal generating means that generates a simulated

operation signal that simulates the operation signal of each terminal device

connected through said disconnected circuit; and

simulated signal providing means that provides said simulated

operation signal to the other terminal devices, respectively,

wherein said simulated signal generating means generates a

simulated operation signal corresponding to a terminal device connected through

said disconnected circuit and another game server device, and said simulated signal

providing means transmits the simulated operation signal that is thus generated to a terminal device through [[a]] the private circuit.

5.   (Currently amended) The game server device according to claim 4, further comprising:

state of progress storage means that stores information relating to the state of progress of the network game; and

state of progress updating means that updates information relating to the state of progress stored in said state of progress storage means, by exchanging signals with the terminal devices that are conducting [[a]] the game in [[a]] the common game space, with prescribed timing.

6.   (Currently amended) The game server device according to claim 4, wherein the network game is a game modeled on mahjong and said simulated signal generating means generates [[a]] the simulated operation signal corresponding to virtual "tsumokiri" operation of picking up a tile and immediately discarding the [[same]] tile.

7.   (Original)   The game server device according to claim 4, wherein the network game is a game modeled on mahjong and said simulated signal

generating means generates an operation signal when a terminal device accepts virtual operations by a CPU player as the simulated operation signal.

8.   (Currently amended) The game server device according to claim 4, wherein the network game is a game modeled on mahjong in which there are a plurality of game stages and said simulated signal generating means generates [[a]] the simulated operation signal corresponding to virtual "tsumokiri" operation if the time-point where said abnormality monitoring means detects [[a]] the disconnected circuit falls in the period of [[a]] the game, and generates an operation signal when a terminal device accepts virtual operations by a CPU player as the simulated operation signal if the time-point where said abnormality monitoring means detects [[a]] the disconnected circuit is after the termination of a game.

9.   (Currently amended) The game server device according to claim 5, wherein the network game is a game modeled on mahjong and said simulated signal generating means generates [[a]] the simulated operation signal corresponding to virtual "tsumokiri" operation of picking up a tile and immediately discarding the [[same]] tile.

10. (Original)   The game server device according to claim 5, wherein the network game is a game modeled on mahjong and said simulated signal generating means generates an operation signal when a terminal device accepts virtual operations by a CPU player as the simulated operation signal.

11. (Currently amended) The game server device according to claim 5, wherein the network game is a game modeled on mahjong in which there are a plurality of game stages and said simulated signal generating means generates [[a]] the simulated operation signal corresponding to virtual "tsumokiri" operation if the time-point where said abnormality monitoring means detects [[a]] the disconnected circuit falls in the period of [[a]] the game, and generates an operation signal when a terminal device accepts virtual operations by a CPU player as the simulated operation signal if the time-point where said abnormality monitoring means detects [[a]] the disconnected circuit is after the termination of a game.

12. (Currently amended) A terminal device in an network game system which comprises terminal devices that accept operations by players and a game server device to which a plurality of the terminal devices are connected so as to be capable of communication through communication circuits, and which conducts

a network game played by a prescribed number of players in a common game
space,

said terminal device comprising a game progress management device
to which a prescribed number of the terminal devices that receive operations from
the players are connected through the communication circuits so as to be capable
of mutual communication of operation signals necessary for proceeding with a
game and whereby [[the]] a progress of [[a]] the network game that is conducted
in [[a]] the common game space is managed and the network game is continued in
simulated fashion if a fault occurs in the communication circuits, said game
progress management device including:

abnormality monitoring means that detects a disconnected circuit in
which failure of communication has occurred from the communication circuits of
the prescribed number of the terminal devices during progress of the game in the
common game space;

simulated signal generating means that generates a simulated
operation signal that simulates the operation signal of each terminal device
connected through said disconnected circuit; and

simulated signal providing means that provides said simulated
operation signal to the other terminal devices, respectively.

13.   (Currently amended) A method of game progress management

employing a game progress management device to which a prescribed number of

terminal devices that accept operations from players are connected so as to be

capable of mutual communication of [[the]] operation signals necessary for the

progress of [[the]] a game through communication circuits and which manages the

progress of a network game conducted in a common game space and continues the

network game in simulated fashion if a fault is generated in said communication

circuits,

wherein said game progress management device is made to execute:

abnormality monitoring processing of detecting a disconnected

circuit in which inability to communicate has occurred from the communication

circuits between said prescribed number of the terminal devices during the progress

of the game in [[a]] the common game space;

simulated signal generating processing of generating a simulated

operation signal that simulates an operation signal of each terminal device

connected through said disconnected circuit; and

simulated signal provision processing of providing the simulated

operation signal that was thus generated to the other terminal devices.

14.   (Currently amended) A game progress management program for a game progress management device to which a prescribed number of terminal devices that accept operations from players are connected so as to be capable of mutual communication of the operation signals necessary for [[the]] a progress of [[the]] a game through communication circuits and which manages the progress of a network game conducted in a common game space and continues the network game in simulated fashion if a fault is generated in said communication circuits,

said game progress management program being for making said game progress management device function as:

abnormality monitoring means for detecting a disconnected circuit in which inability to communicate has occurred from the communication circuits between said prescribed number of terminal devices during the progress of the game in [[a]] the common game space;

simulated signal generating means for generating a simulated operation signal that simulates an operation signal of each terminal device connected through said disconnected circuit; and

simulated signal providing means for providing the simulated operation signal that was thus generated respectively to the other terminal devices.